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in: Canon Expansions

Mutant

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This article is an expansion based on a canon element. For canon information on this topic, follow the link to The Witcher Wiki: **Mutant**.

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Mutants are creatures that did not occur as a product of natural evolution but as a result of mutating an existing creature by mages or spontaneous effect of the Chaos. Many such monsters were created by mages, for one reason or another.

Perhaps the most recognizable mutants are witchers, created by Alzur and Cosimo Malaspina to fight monsters.

A failed experiment

Taxonomy

Classification	Humanoid
Species	Mutant
Physiology	
Height	Various
Weight	Various
Main Use	Combat
Ecology	
Lifespan	Very short to very long
Intelligence	Minimal to advanced
Habitat	Any

Witchers ✎

(For the profession description, see Witcher)

Witchers are not born, but manufactured. The process of creating them is called the Trial of the Grasses, which takes healthy young boys and forces them through a **controlled mutation process**.

As every human has up to 40 natural occuring mutations all around their body, reactions to the Trial vary. It was found that children with more pleasant memories (of family, friends, so on) had often more beneficial results, most likely due to mental fortitude allowing a higher pain tolerance.

Perks ✎

- **Witcher Reflexes**: Witchers react faster an can chain actions quicker together.
- **Witcher Senses**: All witchers can be identified by their cat-like eyes, which grants them low light vision. Additionally, Witchers can track things by scent, like a dog can.
- **Witcher Emotionlessness**: Witchers are known for being very detached and lacking

empathy. This is a trait bred into them by the alchemical process that turns them into mutants. Witcher that act overly emotional or empathetic without explanation will receive punishment by the game master.

- **Vigor**: All Witchers begin with at least 1 point of Vigor, as otherwise the use of Signs be impossible.

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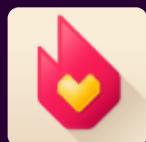
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